

CLAW & FANG

Number Eighty Nine
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This issue of CLAW & FANG is dedicated to Serena, the canine escape artist of Valley Ford (Sonoma county), California. This 13 year old German shepard cross has spent her life learning how to twist doorknobs, slip leashes, and open car doors. She just doesn't like being left behind, explains her owner, Jeanne Minadeo.

Recently, she was on a two-night stay at a veterinary hospital. She presumably spent the first night studying the situation. The second night she left after sliding the bolt on her cage, moving two 50 lb garbage cans to get at two more doors and opening them.

"She uses her paws like hands," Ms Minadeo said. "She goes into the bathroom and flushes the toilet for a fresh drink of water. She goes into the cabinet to get her own food."

It should come as no surprise that Serena flunked obedience school. With her talents who needs to be obedient?

THE WRAP UP OF THE GRAND OLDE GAME -- 1974CZ

The Centers:

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19
AUSTRIA	3	5	6	6	7	6	4	4	3	1	1	1	1	0	-					
ENGLAND	3	4	5	6	6	7	7	8*	8*	6	6	6	6	6	6	8	9	9	9	9
FRANCE	3	5	5	4	2	2	2	2	2	2	2	2	3*	3	4	5	6	4	5	5
GERMANY	3	5	7	7	8	9	9	10	10	13	12	12	10	11	11	8	7	7	5	2
ITALY	3	4	4	5	6	6	8	5	5	4	4	4	4	4	3	2	0	-		
RUSSIA	4	5	1	1	1	0	-													
TURKEY	3	4	6	5	4	4	4	5	6	8	9	9	10	10	10	11	12	14	15	18

The Players:

AUSTRIA: Eric Verheiden (out F'13). ENGLAND: Scott Hightower. FRANCE: David Taeusch (dro S'01), David Reynolds. GERMANY: Bruce Schlickbernd (res F'12), Lee Kendter, Sr. ITALY: Joel Klein (out F'16). RUSSIA: Nelson Flynn (Dro F'01), Jerry Montgomery (dro S'03), C.D. (out F'05). TURKEY: Jack Stewart (dro S'06), David Ayres (dro F'09), Randy Groves (dro S'13), Mike Hudec (wins F'19).

This game was played without delays which probably resulted in the low dropout rate. There were only four player replacements after the first game year. And, interestingly, three of these were for the country that eventually won. The longest postal game on record, according to EVERYTHING, was 1969CF which lasted until 1929.

The Players' Statements:

MIKE HUDEC (Turkey): I took over this position in Fall 1913. Turkey was then under attack by just about everyone, and was falling back in some disorder. I had ten centers, soon to be reduced to nine. I pulled back all my forces into a more tenable line, and destroyed the lone Austrian unit, so I could stay at ten centers and not have a unit from another country in the center of my line. The stalemate line was impregnable, but I was vastly outpositioned in fleets in the Med, especially if Italy proved hostile.

(continued overleaf)

France and England were sitting behind Germany's lines, and both apparently had some kind of non-aggression pact with him, because neither of them were attacking Germany's exposed centers. I wrote them both letters proposing a three way attack which would crush Germany, and also save my skin in the process. They agreed, and swept into Germany from the rear unopposed. France and I started working on the destruction of Italy together.

Then a surprise letter came from Germany, offering to give me some of his centers one at a time for free if I would lay off him while he attacked England, who had betrayed him. As this would give me more centers than if I followed through with the original plan with England and France, and a real shot at winning, I agreed. After a while it became apparent that I would not get all 18 centers I needed this way, so I would have to attack France to get them. I didn't want to do this, as I considered France my real ally (we had coordinated well on the Italian campaign), but it became necessary. After a few seasons of uncertainty, Turkey took all of Italy and Tunis, and victory was assured, with the rest of my centers coming from the German centers in Russia.

Thanks to Don and everyone in the game for making the game enjoyable for all.

BRUCE SCHLICKBERND (Germany until 1912): France (Reynolds) opened up by demanding Belgium in no uncertain terms. He also made this demand to England (Hightower). We both said to hell with him and allied. You should not attempt to deal from a position of strength and dictate terms when you have no strength--I'd rather give England Belgium and get a sure alliance in return rather than simply buckle under to France's demands. Hightower felt the same. Scott and I then combined in Scandinavia and we would have been off and flying except that Scott decided to "neutralize" me by taking my Scandinavian holdings. This was so that I couldn't stab him. Rather than become his lackey, I faced him with a fight to the death and allied with France. Scott backed down and we reached a settlement and turned on France and Russia again. The outcome of the war was that I forgot to tell (apparently) France that I was staying with England. I say this because I walked unopposed into Paris. This was not my intention, but, well I wasn't going to give it back. Sorry about that, David.

I would have been forever at England's mercy if I had let him get away with his stab, which is why I risked everything on facing him down. As it was, I decided at that moment that if someone offered to help me win, I'd walk over England to accept. The East, led by Eric "Let's All Form a Draw Line" Verheiden, did just that, and might well have succeeded, except that Eric, of all people, missed his moves and I was by the last draw line, though it was hard fighting every step of the way. Eric's tactics were good, but usually predictable. In any event, Joel Klein saw the handwriting on the wall, and offered to help me win rather than being ground up by myself and England. I knew it would be a tough thing, but I accepted his offer because 1) I felt Joel would stick by his offer (he did), and 2) a strongly anti-Verheiden player had taken over as Turkey. This was David Ayres, a player whose religion apparently prevented him from negotiating. However, I had been in a game with him where he played a losing position for a long time all the way to the bitter end. The point was, I could depend on him not to drop out, not coordinate with the other players, and nail Verheiden instead of me in any case. I made the move and sure enough, Ayres dropped out. Looking back on it, I believe my decision was correct based on the information that I had, but sometimes the breaks just go against you.

I feel I still had a good chance of winning anyway, but at this point I suffered a personal tragedy that eventually led to me resigning from my position in this and every other game (except the one I just finished as reported in Poictesme in February, which wasn't a particularly enviable position at the time), and also lead to my folding my zine. Klein kept begging for instructions, but I simply had ceased all hobby activity, and when my interest resumed, the chance for the win was lost. I started working on France and England again diplomatically, and gave Marseilles back to France. David hadn't learned his lesson and started "defending" Marseilles against me rather than constructively using the army elsewhere as he had agreed. He could not have retaken Marseilles on his own in a dozen years, I gave it to him. But at the time it only amused me. England gave me a positive response without committing himself after that. France was expendable, but Germany was in a good position and I felt it was

(continued on page 3)

a good time to turn it over to someone else. I didn't want to leave the game until I could do that since I had never resigned or dropped from a game before. Why these jerks let some upstart Turk win, I don't know. Ask them.

Scott, you were an interesting ally and opponent. I enjoyed both sides of it. David, I am impressed by your ability, but don't be quite so inflexible; it is very hard to daunt experienced players that way. Joel, thanks for sticking by me so long, even when I didn't write. Eric, Ha Ha!--got you again! Having thought on it, I realize that I have not stabbed you in a FTF or PBM game. I hope to see you (and Fangs) at the DipCon in Northridge this June. Thanks to everyone else for a very enjoyable game--I just wish I could have stayed for the finish.

JOEL KLEIN (Italy): A replacement Turkish player wins over the remains of an exhausted board. The only exciting aspect of this game was the German attack on his English ally in a bid for a win. While I do not always agree with Bruce's philosophy of playing Dippy, I do and did look favorably upon his attack. Unless one is playing for only ratings, sometimes the loss of a draw is worth the excitement generated in an attack. I could have helped Bruce further (which I actually implied I might) though I could not have forced through a win for him. My play in this game was poor, though I certainly had plenty of company. As a result of this overall weak play, Turkey's corner position finally turned the trick.

Through the course of this game, I did observe a steady improvement in the play of Dave Reynolds. From an opening manner which still strikes me as being quite irrational (which went a long way toward crippling our respective chances with respect to the dominant Anglo-German pair) he adopted a sane and intelligent policy which not only kept him in the game, but restored his strength to a respectable level.

And there, I think, ends the kudos for this game.

DAVID REYNOLDS (France): This game started way back when I was, diplomatically speaking, a beardless boy, wearing short pants and innocence and trust. It was one of a pair, each player in one game was the standby in the other--a very good idea which I would like to see repeated.

I allied with Germany early on, and he (Schlikbernd) stabbed me early on. He explained that only a personal tragedy of a family nature, coupled with failure at his examinations, growing loss of eyesight and premature baldness, could have induced him to behave as he did, so I lined up again and was stabbed once again.

I offered total control of my declining forces to England, on condition they be used against Germany, and was repulsed. I offered control to Italy who accepted, but without any marked warmth. England and Germany were by this time allied, and I and Italy held the Med for many years against England while Germany expanded in the center, and Turkey in the Balkans. At length Germany stabbed England and resigned, having nobody left to write to. Scott adopted me and my two units, and I gradually climbed back up to six. But we were never able to get at Turkey, surrounded by a layer of Italians and Germans, so for lack of something to do I urged Scott to attack Germany with me. An admitted strategic mistake, but there was no other fun to be had; it was already Turkey's game, and we could not get at Turkey except through Germany. Scott was a great ally, Lee played well in a difficult position, and Mike Hudec played with great steadiness.

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DOWN THE MAIL CHUTE

"I might disagree with CLAW & FANG's Houserule number 11, which would allow army Holland to move to Belgium under the following set of orders, with no other units involved: GER: a hol-bel, f nth C a hol-bel

ENG: f eng S f nwg-nth.

where, the convoying fleet is dislodged, and where it is the intent of the army being convoyed to Belgium by the German, which is the case here." --BERNIE OAKLYN

Bernie (bless him) has pointed out a flaw in my Houserule #11. Therefore, keeping the same intent I'll reword it to: "If an army is moving to an adjacent space via convoy the order must specify the convoying fleet, otherwise the unit will be assumed to be moving without a convoy."

HISTORICAL GAMES

by Paul Funkenbusch

CONQUISTADOR

This issue we'll look at a "fun" game that appeared in S & T magazine but didn't receive very much attention. I say "fun" because, although credulity is strained at some points, it makes for enjoyable play. The game is Conquistador and it covers the initial European exploration of the new world (1495 - 1600 in 5 year turns). Each player represents one of the major exploring powers (Spain, England, and France) and starts each turn by outfitting expeditions to sail to the new world using funds from his treasury. Expeditions may include ships, soldiers, colonists, and explorers. Explorers are rather unique since they represent historical personages (such as John Cabot) who are available only for certain turns. Since these men are required to land in new locations, players must plan their explorations around the availability of their own explorers or rent explorers from other players.

Once his forces have arrived a player must try to accumulate victory points. There are three ways that this is accomplished: 1) being the first to discover (reach) certain locations 2) controlling the various areas into which the Americas are divided 3) fattening the treasury.

To accomplish these goals players contend with attrition at sea, attrition on land (which varies with the area and terrain), potential Indian raids, and, of course, the other players. Most of these problems can be handled by sending large forces but this will drain ducats (money) out of the treasury and that costs victory points. A war between two players can easily escalate and badly injure them both right where it hurts (in the gold reserves). There's another interesting aspect that the treasury brings to the game. Some income comes from taxes in the home country and some from colonies (especially towards the end of the game), but a lot comes from gold mines and treasure cities which dot the mapboard. Each of these will produce a set quantity of gold per turn until they are depleted. This gold is redeemed for ducats when it reaches Europe. It therefore is necessary not only to occupy the mine but also to have a secure passage to a port and to Europe from there. All of this gives other players a number of opportunities to interfere and grab the gold themselves. As a matter of fact, the game includes counters for individual English "privateers" (explorers/semi-official pirates) who are of special value in sea-raiding.

Other tidbits include Spanish missionaries who may settle or unsettle the natives (depending on an initially concealed rating), and a random events table (among the events that can come up is a missionary being eaten by hostile natives!) Rules are provided for a solitaire game, a four player game (players must provide counters for the "now" nation--Portugal), and inclusion of another player as the "German Banker" (who takes no active role on the board but merely makes loans to the others). I've never tried this last option but it appears to me that the banker would be rather bored. Finally, to put first things last, there are counters representing individual conquistadors (remember the title of the game). They help Spanish land forces in a variety of ways.

Conquistador is recommended as light entertainment for three or four players. Don't take it seriously, but take it! (Available from SPI unmounted/unboxed for \$8.00; unmounted/boxed for \$9.00)

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MONTHLY HOROSCOPE

Taurus (born April 21 to May 20)

Taureans make excellent farmers, gardeners, and landscapers. This is due in a major part due to their innate ability to throw the bullbleep. Because their ruling planet is Venus they walk around as if in a fog all day. Taureans are slow to anger (probably because they are too stupid to understand the situation) but if they do become provoked they get enraged and lose control. When in this state they are best to avoid altogether. In fact, this is good advice no matter what state they are in.

A CLAW & FANG REPRISE: (This article originally appeared in C&F #40 dated 11/1/74. Bruce says it is the only "How To..." article he ever wrote.)

THE STAB!

by Bruce Schlickbernd

At one time or another in any Diplomacy player's career, he will face, on one end or the other, that most dreaded and publicized facet of the game: the stab. A stab is a dangerous weapon; a well-done stab will often be the only impetus needed to win a game. A poorly-done stab can be disastrous--if not in the game in progress, then perhaps in a future one. Stabs have a habit of coming home to haunt you.

When does one stab, and when should one avoid such? Much is dependent on your own personal playing values and the specific situation, but there are a few general rules that one should observe. First and foremost, if you can accomplish your goals without stabbing, don't. It is utter foolishness to destroy your diplomatic standing if such is the case. Too often players will go through all sorts of schemes to stab a player when he least expects it when they could have accomplished the same success by a straight-forward attack. This only sets player sentiment against you; a surprising number of players aren't repelled by stabs half so much as excess deviousness. Be selective when you lie, if only for the simple reason that you can't fool all the people all the time.

Unless its a desperation attack to stave off an otherwise sure outcome, the stabbee (as opposed to the stabber) should not be able to mount a counter-offensive or form an impenetrable position. If you can't roll him back quickly to the point where he becomes insignificant, then you are inviting disaster. Many players will jump at the pretext of you being "untrustworthy" and come to the aid of your victim if they can profit by it. To avoid this you must dispose of your opponent quickly, before sentiment can be turned against you. Keep in mind who you are stabbing; many players will sell their souls to extract revenge and some will readily forgive you to stop the "common enemy". Diplomacy involves personalities, and one should not forget this.

When planning a stab, **KEEP YOUR MOUTH SHUT!** Tell only those people who are absolutely vital to the stab since there is always some joker who would love to let your intended victim in on the secret. This recently happened to me in a game where no less than three players warned me of an impending stab. Armed with xerox proof (As a side note, one should not get carried away with xeroxing other player's correspondence. After all, who is going to trust you if they don't think that you will keep their proposals secret?) of my former ally's perfidy, I formed a three-way alliance against him in a week.

After the stab has been concluded, don't rub salt into the wound by gloating over your triumph (though humorous press, which one needn't worry about in this zine, [At that time I had a no press policy.] can be enormous fun for all parties if taken in the right spirit). You may meet up with that player in another game, so every effort should be made to console and explain why you stabbed the player in question at the earliest feasible time. This may not get you anywhere, but it is best if he doesn't think that you are a total heel.

How does one avoid being stabbed, and what should one do after being stabbed? The best way to avoid being stabbed is to communicate--not only with your allies, but with everyone on the board. Only then can you have a clear picture of what is transpiring and foresee future trouble spots. It is much harder to stab a person than it is to stab a country, if you see the difference. Also, don't give someone the opportunity to stab if you can at all help it. The best intentions may waver when a devastating stab is available. When arranging neutral zones, mutual standoffs are your best protection. A classic example of this comes in the recently complete Hoosier Archives (now Diplomacy World) Demonstration game: France and Germany both had fleets bordering the North Sea and Norwegian Sea. These units simply held in position and when France stabbed Germany, he simply sailed across the intervening space and put Germany on the defensive and eventually won the game. However, had Germany arranged a supported standoff in the North Sea (c.g. Germany: F Nwg-Nth, F Den S F Nwg-Nth; France: F Edi-Nth, F Lon S F Edi-Nth), he would have made the stab next to impossible, or at least so highly visible that it was coming when when France moved

(continued overleaf)

up more fleets to break the deadlock, that he could have easily arranged an inpenetrable position with the time gained by such a delaying action. At the very least he should have had his own units stand each other off in the North Sea so that France could have taken only the Norwegian or North Sea, but not both at once as he did in the game. An ounce of prevention goes a long way.

There are several avenues open to a player once he is stabbed. He can drop out, which is foolish since if you become known as easy pickings you are only encouraging players to stab you in future games. He can go the revenge route in order to (a) "punish" the stabber by destroying both of their chances at winning, and (b) discourage future stabbers by setting an example of what happens to players who double-cross him. One can put up an honest fight, hoping to delay him long enough to gain allies or to extend him long enough so that other more important throats force him to seek peace. This method really requires that the traitor made a less than optimum stab and allowed you to form some line of defense, but one can try. Finally, one can really blow everybody's mind and re-ally with your attacker in order to escape total destruction by agreeing to a subservient position. At least you survive.

Each of these options is up to the individual at hand, and is highly dependent on his/her values and goals. One gets what one can take, but, one thing is for sure; you won't get anywhere if you don't continue to negotiate.

In the final judgement on whether to stab or not, one must consider his reputation. Are the rewards gained by a stab worth their long-run consequences in the way of future credibility and possible alliances? This is up to each player, and he must weigh in his own mind the advantages and disadvantages of such action before he blithly plants the knife betwixt his ally's scapula. Supply centers aren't everything; a good ally and strong board position make up for a multitude of sins.

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THE PUZZLE PAGE

The Sunday Diplomats (submitted by Lee Bardwell).

Seven amateur diplomats and a gamemaster get together one Sunday afternoon for a nice, friendly game of face-to-face Diplomacy. The names of the seven players are Smith, Jones, Green, Roberts, Turner, Hartley, and Flynn. The gamemaster, as usual, is unimportant (ouch, Don), but, can you, from the following bits of information match each player with the country he drew?

1. Turkey is sitting next to Jones, with whom he is allied.
2. France is one of two women playing the game.
3. Roberts is considering whether or not to open with a move to Rumania.
4. Smith leaves the room to get a pencil from her purse.
5. Green is planning to attack Russia during the first year.
6. Germany is allied with Hartley against Flynn, and will open by attacking her.
7. The person drinking the martini shares a common border with her ally, France.
8. England observed that his country has the same amount of letters as his name.
9. Russia just spilled his beer all over Turner.

(Answer next month.)

Answer To Last Month's Puzzle

DEMORALISEACES
 OOOIIMHH
 VAPIDMAINBRACE
 EUETEGOR
 PASSAGEOFARMS
 SDDROOU
 CLINCHESIRONIC
 OMESOFEEK
 UNPINSOPASTICHE
 NAAETENNHOLLR
 DIRHAMSGREBE
 RTVPPOGMAAS
 EDITORIALANVIL
 LAEEUUSEU
 SOLEADVERTISER

David Scott was in first with the right answer. So David gets a six month subscription for his work. (No prize for this month's puzzle.)

SPACELANES #6

by Tony Watson

I'm going to take some new directions with this issue of "Spacelanes" and talk a little about what has been happening in the SF gaming world. This is merely an extension of what I began last issue by announcing the removal of GDW's TRIPLANETARY and the release of IMPERIUM.

The newest releases this spring include RIVETS, a MicroGame from Metagaming that is somewhat tongue in cheek. FanTac has a new one: ORBIT WAR, a not particularly interesting game with a circular map and some special movement rules to account for gravity. There is also STELLAR WARS (Hmmm sound familiar?) which has not yet arrived, and a new role-playing game, SPACEQUEST (I have this on order as well).

Future releases planned for later this spring are SPI's FREEDOM IN THE GALAXY, a large \$20 game that sounds to be heavily reminiscent of Star Wars and STAR DUEL from GDW, a tactical space game of their 120 series, drawn from TRAVELLER. All these games will be reviewed as we go through our categories again.

This edition of "Spacelanes" is concerned with SF miniatures, a surprisingly large field. The breadth of the category has forced me to subdivide it into ground rules (this time) and spatial rules (next time).

Games will be listed and rated for the following:

Complexity-----general complexity of the rules.

Physical-----physical quality of the rules and charts.

"Feel"-----the "SFness" of the game.

Overall-----a general rating.

A scale of 1 (poor) to 5 (excellent) is used.

GROUND MINATURES RULES

Note: Games in this category are rules booklets containing charts and rules for the use of metal infantry and heavy weapons on a tactical level.

WARRIORS OF MARS/TSR/\$5/56pgs

Comp 3 Phys 4 Feel 5 Over 4

This booklet is based on Burrough's Barsoonian (or Martian) series and as such can only be loosely classified as SF. The booklet is profusely illustrated and while I find the pictures to be accurate, I'm not particularly enchanted by the artist's style. The rules do give a good feel for ERB's books including a large section of D&D style rules for individual adventures. All of the creatures and races of Barsoon are dealt with. Also included are extensive rules dealing with "fliers", martian airboats.

SPACE MARINES/FanTac/\$6/72pgs

Comp 4 Phys 3 Feel 3 Over 4

The longest entry in this category, SPACE MARINES relies on offering a plethora of items in each section. Thus there are four types of humans, two of near humans, and eight types of non-humans from dog and cat types to bugs and lizardmen. The weapons charts are equally extensive. The actual rules are fairly simple (and very similar to STARGUARD) though they cover such aspects as detection, indirect fire, aircraft attack, and vehicles. Additional rules allow for the inclusion of "archaic" weapons and merging with (of all things) D&D.

STARGUARD/McEwan/\$3.50/28pgs

Comp 3 Phys 3 Feel 4 Over 4

The copyright of 1974 puts STARGUARD as the first set of rules of this type and it has weathered the test of time well; it is still my personal favorite. Included is some interesting background material on the races and the types of equipment used. The most interesting are the STARGUARD troops (including Hienlienish infantry in powered armor), the Ralnai, a race of lizardmen with a kind of samurai culture and the Dreenei, bugs in the finest tradition. Fire is handled simply, with a "to hit" die roll followed by a penetration roll matching weapon versus armor. There are also rules for melee, archaic weapons and a point sheet to set up campaigns. The nicest thing about these rules is the fact McEwen also produces a complete line of figures thus affording a perfect mesh between rules and pieces.

ORILLA/McEwan/\$3.50/24pgs

Comp 3 Phys 3 Feel 4 Over 4

This is a supplement to STARGUARD and requires its use for basic rules. This booklet adds a host of new racial types and new campaigns.

R'lyeh 2.9 Eric Verheiden; 200 S. Azusa Ave. #2; Azusa, CA 91702-
7 Apr 78 Phone (213) 334-3149 (eves.)

1977 HM Spring 1904 ITALIANS REOCCUPY TUNISIA

Austria (McManus): A Vie-Tyo, A Bud-Vie, A Ven-Apu, F Adr S
A Ven-Apu, A Tri-Ven, F Ion-Nap
England (Hueston): A Edi-Nwy, F Nth C A Edi-Nwy, F Hel-Den,
F Kie-Ber, A Hol-Kie, A Lon-Yor
France (Gercken): A Bel H, A Bur-Mun, A Ruh S A Bur-Mun, A Par-
Gas, F Mar-Lyo, F Rom S F Nap, F Nap S F Rom, A Pie-Ven
Germany (Diehl): F Bal-Bot, A Lvn-StP, A Sil-War
Italy (Oaklyn): A Naf-Tun
Russia (Hudec): F Swe-Bal, A Mos-StP, A Pru-War, A Ukr-Mos
Turkey (Reese): A War-Ukr, A Arm-Sev, F Bla S
A Arm-Sev, A Bul-Rum, A Con-Bul, F Aeg-Ion

Deadline for Fall 1904 is 7 May 1978, 6 May for phone calls. Note that mailing address has been corrected slightly.

Press

North Africa: Having been chased out by desert rats, the noble and worthy Italian brigades have marched, sand in toes, back to Tunisia, to defend that port from the oncoming Austrians. "Let them take our last home, will we, " one soldier was heard to say, "Never!"

Ankara: The Turkish government is taking bids on surplus Russian munitions -- Tender bids and specify intended use to the Grand Vizer in Constantinople.

VARIANT GAME OPENING: Coast-Running Variant

Experienced players have long complained about the tactical dullness of regular Diplomacy. This variant, more in the nature of a proposed rules change to my mind, is intended to be a modest step in livening things up a bit.

The Claw & Fang houserules for postal Diplomacy are in effect, with the following addition:

Coast Running: A coastal army may give up its move to protect (P) the movement of a friendly fleet along its coastline. Provisions concerning disruption and so forth are entirely analogous to convoying. Coastal fleets may not protect and overland runs are not permitted.

Examples

IF Tun-Mid, IA Naf P IF Tun-Mid

RF Rum-Gre, TA Bul & TA Con P RF Rum-Gre

(fleet moves along both coasts of Bulgaria, with Constantinople in between)

Send questions and entries to me at the above address. Gamefees (\$3 + sub) are due to Don and are refundable if the game is not filled.

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A FAIRLY IMPORTANT ANNOUNCEMENT

Rod Walker last folded EREHWON a year or so ago. Like an oldwarhorse eager to get back into the fray, Rod has the urge to gamemaster again. Having turned his trusty duplicator over to Conrad von Metzke and not wanting to turn out a whole zine again, he has offered to Guest GM in CLAW & FANG. The game will be by his houserules (which are similar to mine but more detailed) and the gamefee will be the same \$3.00. If you want to play in Rod's game please let me know.

1977JK

GM:FM SPRING 1903

FRENCH REOCCUPY PARIS. END OF FREE SWEDEN APPEARS NEAR.

AUSTRIA Diehl (5): F Alb* S F Tri-Adr*, A Bud* S A War*Gal, A Ser-Tri*

ENGLAND Kendter Jr (6): F Nwy*-Swe, F Eng-Bel*, F Nth-Ska*, F StP(nc)*-Nwy,

F Lon-Nth*, A Pic* S FRENCH A Bre-Par

FRANCE Smith (4): F Tun-Tyr*, A Bre-Par*, A Gas-Bur /d/ R(Bre,OTB)*, A Spa*-Mar

GERMANY Oaklyn (6): F Deh*-Swe, F Kie-Hol*, A Sil*-Gal, A Pru-Lva*, A Bur* S A Par-Gas*

ITALY Kador (4): F Mar* H, F Nap-Ion*, A Rom-Tus*, A Ven-Pie*

RUSSIA Bassett (2): A Ukr* S TURKISH A Rum-Gal, A Lva-Mos*

TURKEY Kahan (6): F Bla*C& A Bul* S A Con*-Rum, F Gre* H, F Smy-Aeg*, A Rum*-Gal

FALL 1903 due May 10.

MUNICH: There I sit, allied with everyone on my border except my enemies. Yet, do I really know who my enemies are. First, there is Austria, who took Warsaw instead of offering it to Germany. Then, there is Italy, who took Marseilles with Germany forces, instead of offering it to Germany. Then there is England with his new fleet in London ... a fleet in London? Who needs it? Shouldn't it have been fleet Liverpool? Could that mean an invasion of Germany? What to do, what to do, what to do??????????

LONDON: France is right! STAB is in Germany. We have found proof of this when the fleet was built against our agreements, then the excuse for building it was to take Sweden. How could Germany even try this when we were going to support him to Sweden. And our final proof of the insane and stab-happy style of Germany was his request to convoy his A Belgium to St. Petersburg. How obvious can one get. With this knowledge our King has decided to rid Europe of this menace.

MENSA 7 1977CY GM:FM AUTUMN 1904: Russia A Rum R Sev, A War R Mos

WINTER 1904

AUSTRIA builds A Tri, A Bud ENGLAND even FRANCE build F Mar GERMANY even

build A Ven, F Rom, F Nap RUSSIA removes F Bla, A Gas TURKEY (C.D.)even

SPRING 1905 due May 10. There has been a proposal for a six way draw.

MUNICH: Those Frenchtruffles didn't seem too tasty. How about Italian sausage?

MENSA 8

GM:FM SPRING 1901

No Boardman # yet WAR UNDERWAY. COMMUNICATION LINES BETWEEN BRAZIL AND SACRAMENTO DOWN.

AUSTRIA Funkenbusch: F Tri-Alb*, A Bud* S A Vie-Gal*

ENGLAND Young: F ECI-Nwg*, F Lon-Nth*, A Lvp-Yor*

FRANCE Bassett: F Bre-MAO*, A Par-Pic*, A Mar-Bur*

GERMANY Koenig: F Kie-Den*, A Ber-Kiel*, A Mun-Ruhr*

ITALY Greenberg: F Nap-Ion*, A Rom-Apu*, A Ven* H

RUSSIA Compton: NMR (Neutral Orders Used) F StP(sc)-Both*, F Sev-Rum*, A Mos-StP*
A War-Ukr*

TURKEY Straten: F Ank-Bla*, A Con-Bul*, A Smy-Arm*

FALL 1901 due May 10. I'm sure communications between Brazil and Sacramento will resume by next season but just in case I am asking for standby orders from Craig Reges, 16 W 761 White Pines Rd, Bensenville, Ill 60106.

CONSTANTINOPLE: As promised in his campaign before the recent election, the new Turkish prime minister immediately sent troops into Armenia to rid the area of opium dealers. It was felt that Turkish opium is being smuggled thru Sevastopol bypassing Turkish taxes.

VIENNA: Enconced (yet again) on the Austro-Hungarian throne, the Emperor displayed his supreme confidence in Austrian security by announcing leaves for two-thirds of the Austrian military. Thousands of soldiers rushed to their homes in Galicia while sailors in Trieste journeyed to Albania for athletic meets with the natives. Big winner was the battleship Magyar Mahdi which took first in the rowboat competition.

MENSA 9 has two players signed up. I need 5 more.

1975HG has been delayed again.

1977A

GM: Lee Kendter, 4347 Benner St., Philadelphia, PA 19135

WINTER 1905 (several people requested separate seasons)

FRANCE build F Mar GERMANY remove A Boh & A Kie ITALY build A Ven & F Rom

RUSSIA(F Aeg R OTB) build F StP(nc) SPRING 1905 due May 7

Reynolds
Rap

U AND NON-U

[In last month's Reynolds Rap, David made a reference to "Christmas" pudding being non-U. Plum pudding was the U-word, he said. Since I had no idea what he was talking about I dropped him a note asking for an explanation.]

Your query on "U" took me by surprise--it made me realize how old I am getting. Time was when everybody knew the word.

It was invented by Nancy, one of the Mitford sisters, about 1950. (Other sisters were Jessica, who wrote The American Way of Death, which I'm sure you've read, and Amity, who was a good friend of Hitler.) It has purposefully never been defined. You can take it as Upper-class People, You-people, or Us-people as you wish. Non-U people muddle along as best they can; U-people do things the right way.

The expression filled a great void (in England) since it is very snobbish and non-U to say "We of the upper classes", but it is quite OK to say "us U-people."

U-people have a dining table and set of chairs. The non-U have a suite of furniture, pronounced suit in the U.S. U's have napkins, glasses, looking-glasses, and a room set aside for watching television. Non-U's have serviettes, spectacles (or specs), mirrors, and the tely in the living-room. U-people take a few days off to tour the South of France, and talk in normal tones (they think) in public. Non-U's have their vacation, or holidays, in Brighton, and either whisper unduly, or raise their voices unduly, when in public.

You get the idea. Nancy did it much better: her acute ear and observations made a real contribution to cultural anthropology. I am not able to find her essay to lend it to you; it appeared originally in a learned journal next to an article on the pronunciation of "ag" in Northern Finland, but it has been republished and may be in your library under Mitford, Nancy.

THE DIPLOMAT'S OTHER TABLE: RHUBARB CRUNCH.

Rhubarb season is here again. Of course with hothouse rhubarb it seldom leaves, but it's cheaper now. I've always been a rhubarb fan but this recipe is one that even Helpmate thinks is great.

1 $\frac{1}{4}$ cups flour	1 $\frac{1}{2}$ cups sugar
5 Tbs powdered sugar	$\frac{3}{4}$ tsp baking powder
$\frac{1}{2}$ cup butter	$\frac{1}{8}$ tsp salt
2 eggs, beaten till fluffy	2 cups unsweetened, cut up rhubarb

Mix 1 cup flour, powdered sugar, and butter in 8 inch square pan. Bake at 350° (325° if in glass) for 15 minutes or until golden brown. Combine eggs and sugar. Sift together remaining flour ($\frac{1}{4}$ cup), baking powder, and salt. Add to sugar mixture. Add rhubarb; pour over crust. Return to oven for 35 minutes. Serve warm with whipped cream or ice cream.

Why do Taureans make good gardeners? See page 4 of
CLAW & FANG #89 sent your way by
DON HORMON
16 Jordan Ct.,
Sacramento, CA 95826



The press game has been filled. With a line up of Tony Watson, Fred Winter, Bruce Schlickbernd, Craig Reges, David Reynolds, Dave Hunt, and Jim Flack the typewriter keys and epithets will fill the air. See it all right here starting next month.

Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

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